

CHAPTER I

INTRODUCTION

1.1 Background

There are many things and the ways to makes Indonesia more advanced and developed. One is to form and grow the character of the nation, in forming the nation's character can be through the development of culture that existed since a long time ago. The development is inseparable from culture which spread in Indonesia, including South Sumatra. As one of provinces in Indonesia, South Sumatera is rich of culture.

Culture in South Sumatra is very various, started from traditional dance, traditional costume, local customs, traditional foods, to folklore. The culture should be preserved, so the next generations will know their own culture. It is important for young generation to know the culture from their region especially from folklore. Hutomo, (1991:p.4) states that folklore can be interpreted as an expression of the culture of a society through speech language directly related to various aspects of culture and social values of the community composition. In the past, the folklore passed down from one generation to the next generation orally. This is very important because the folklore as if it had been forgotten.

Children nowadays prefer watching television and playing games than reading folklore book. It sometimes has bad impacts on their age. A folklore book is a cultural heritage and contains many cultural values that are good for form a character of nation. Besides that, sometimes parents cannot deliver the story well. Furthermore, it should be at least a media that can connect the folklore to children. Children love things that are interesting and easy to understand. According to Piaget (2001:p.102), children at the age of elementary school are in the concrete operational stage. This suggests that children are very fond of real things. In addition, the child also has a very high fantasy. So to make it more interesting and to motivate the children to something good, a medium is really needed which can deliver children's imagination. A long with Piaget theory, the medium can be a

picture book. Picture books can help children to increase their imagination and to form their creativity, as well as provide knowledge of skills for children. The story book must be packaged in different form of adult's book, also the book must contain simple sentences and interesting pictures so it can be accepted and be easy to understand for children.

Now folklore becomes forgotten because today's generation is not really interested in folklore. Therefore it is very important for the next generation to know about folklore as their culture root. So as today's generation should be preserved the folklore, if this is not done by us the folklore will become extinct and the next generation will be ruined. There are much folklore from various regions in South Sumatera. For example, there is folklore originating from Lahat, Semesat and Semesit. Semesat and Semesit folklore contains many good moral values for children in forming their character. To connect the folklore with children, the media is really needed in telling the story. A children's book does not only contain the entertainment but also can contain the culture of some regions. So in this report, the writer wants to create a picture storybook for children at the age of 6-9 years with the title "Semesat and Semesit".

1.2 Problem Formulation

Based on the background above, the problem formulation of this report:

1. How to design the picture storybook "Semesat and Semesit" for children?

1.3 Problem Identification

Based on the problems above, the writer identified the problem identification into two points. First, the lack of children's picture storybook containing folklore in Palembang. Second, the lack of media that can be a means to develop children knowledge about their culture.

1.4 Problem Limitation

The scope of this final report is about storybook that is suitable for children at the age 6-9 years. The writer focuses on how to design a good picture storybook, in order to introduce asset of Sumatera Selatan in folklore and the other consideration is to attract children's reading interest.

1.5 Purpose and Benefit

1.5.1 Purpose

The purpose of this final report is to know how to design a picture storybook about Semesat and Semesit Folklore that suits for children at the age 6-9 years.

1.5.2 Benefit

Benefit for the writer:

1. The writer can understand how to design a picture storybook about Semesat and Semesit Folklore that suits for children at the age 6-9 years.

Benefit for Children:

1. This picture storybook can be a medium to improve children's knowledge about their cultural roots.
2. Children get moral values and used as moral lesson by reading this picture storybook.
3. Children can improve their reading skill.
4. Children can improve their imagination by reading this picture storybook.